

L Number	Hits	Search Text	DB	Time stamp
1	35	(obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or canyon\$1 or enemy or enemies) near10 range\$1 near10 view\$4 near10 (object\$1 or character\$1)	USPAT; US-PGPUB; EPO; JPO	2004/06/25 11:11
2	19	((object\$1 or character\$1) near10 (jump\$4 or overcom\$4 or climb\$4 or crouch\$4 or walk\$4 or defeat\$4) near10 (obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or canyon\$1 or enemy or enemies)) and (range\$1 near10 view\$4 near10 (object\$1 or character\$1))	USPAT; US-PGPUB; EPO; JPO	2004/06/25 11:11
3	54	determin\$4 near10 ((obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or canyon\$1 or enemy or enemies) near10 (within near5 (range\$1 or distance\$1)) near10 (object\$1 or character\$1))	USPAT; US-PGPUB; EPO; JPO	2004/06/25 11:11
4	67	((obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or canyon\$1 or enemy or enemies) near10 (within near5 (range\$1 or distance\$1)) near10 (object\$1 or character\$1)) and game\$1	USPAT; US-PGPUB; EPO; JPO	2004/06/25 11:11
5	145	((object\$1 or character\$1) near10 (encounter\$1 or meet\$1 or met) near10 (obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or canyon\$1 or enemy or enemies)) and (within near5 (range\$1 or distance\$1))	USPAT; US-PGPUB; EPO; JPO	2004/06/25 11:12
6	30	((((object\$1 or character\$1) near10 (encounter\$1 or meet\$1 or met) near10 (obstacle\$1 or river\$1 or rock\$1 or block\$1 or wall\$1 or canyon\$1 or enemy or enemies)) and (within near5 (range\$1 or distance\$1)))) and game\$1	USPAT; US-PGPUB; EPO; JPO	2004/06/25 11:12